

This listing of claims will replace all prior versions, and listings, of claims in the application

LISTING OF CLAIMS

1-9. (cancelled)

5 10. An apparatus for controlling an interactive game that manages an interaction between users and game attractions, comprising:

 a network of at least one ring;

 a server element connected to the network;

 a switch element connected to the network;

10 at least two cell or level control computers connected to the network;

 at least two enigma control computers that include sensory tests and tests of ingenuity connected to the network; and

 one electronic storage console for each game player configured to communicate, identify and locate the users for the control device of

15 the game to another component.

 11. The apparatus according to claim 10, further comprising:

 control elements comprising and governed by a microprocessor, the control elements being located in at least one of the cell control

20 computers, the enigma control computers, on doors, in rooms, and passing places of the game area, the control elements being configured to direct actions of the users for the sensory tests and the tests of ingenuity.

12. The apparatus according to claim 11, wherein each control element comprises:

- a microprocessor that governs the control element;
- a data storage memory configured to store data in the control element;
- 5 a connector for network connection configured to connect the control element to the network;
- a power supply configured to power the control element; and
- a radio-frequency transmitter/receiver configured to provide communications with the control element.

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13. The apparatus according to claim 12, wherein each control element further comprises:

- at least one of an actuation relay and a radio-frequency reader-identifier that are governed by the control device via the ring network or by 15 radio-frequency.

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14. The apparatus according to claim 10, comprising:

- a dual ring network;
- a cluster of at least two servers connected to the network;
- 20 at least two switch elements connected to the network;.
- a quantity of cell control computers corresponding to a quantity of levels in the game, the cell control computers being connected to the network with at least two network cards each; and
- a quantity of enigma control computers corresponding to a quantity of 25 enigmas in the game, the enigma control computers being connected to the network with at least two network cards each.

15. The apparatus according to claim 10, comprising an electronic storage console for each player, the electronic storage console comprising:

- 5 a chronometer (real time clock) providing a time display on the display viewer;
- a radio-frequency transmitter for transmitting data to other system components;
- a radio-frequency receiver for receiving data from other system components;
- 10 an audio output device to provide audio information to the user; an acoustic warning beeper to alert the user of various situations via the audio output device;
- an RF/ID transponder;
- 15 a message player configured to output messages to the user via the headphone;
- a MMC (multimedia card) configured to process multimedia information; and
- a portable power supply.

20 16. The apparatus according to claim 15, wherein the electronic storage console:

- is configured as a bracelet; and
- is configured to accumulate a score obtained by the user in the sensory tests (enigmas) and in the tests of skill (challenges).

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17. The apparatus according to claim 10, comprising an electronic storage console for each player, wherein, for the electronic storage console:

- the audio output device is a headphone;
- the message player is an MP3 message player; and
- 5 the portable power supply is rechargeable batteries.

18. An apparatus for controlling an interactive game that manages an interaction between users and game attractions, comprising:

- 10 a computer network;
- a sound system worn by a user of the game;
- a control computer connected to the network;
- a hologram projector for projecting a 3D image that is connected to the control computer via the network, wherein the hologram projector
- 15 and the sound system are configured to create an impression that the 3D image is formulating a question to the user (ingenuity enigma in 3D).

19. A method for controlling the apparatus of claim 10, comprising:

- 20 providing backup by redundancy to a cluster of servers;
- replicating server information by the cluster of servers into at least one of:
 - a) at least one of the two cell or level control computers, and b) at least one of the two enigma control computers, so that if the servers fail any one of the enigma or cell computers can take the
 - 25 role of the server.

20. A method for controlling the apparatus of claim 10, comprising:

providing backup by redundancy to the cell control computers;

replacing the functions of one cell control computer with another cell control computer in the event of failure; and

5 replacing the functions of all cell control computers with the server element in the event of a failure of all cell control computers.